

# Development Standards by Zone

## Development Standards

Development standards are aimed at generating the individual buildings on a block that collectively with other buildings will shape the form of the public realm.

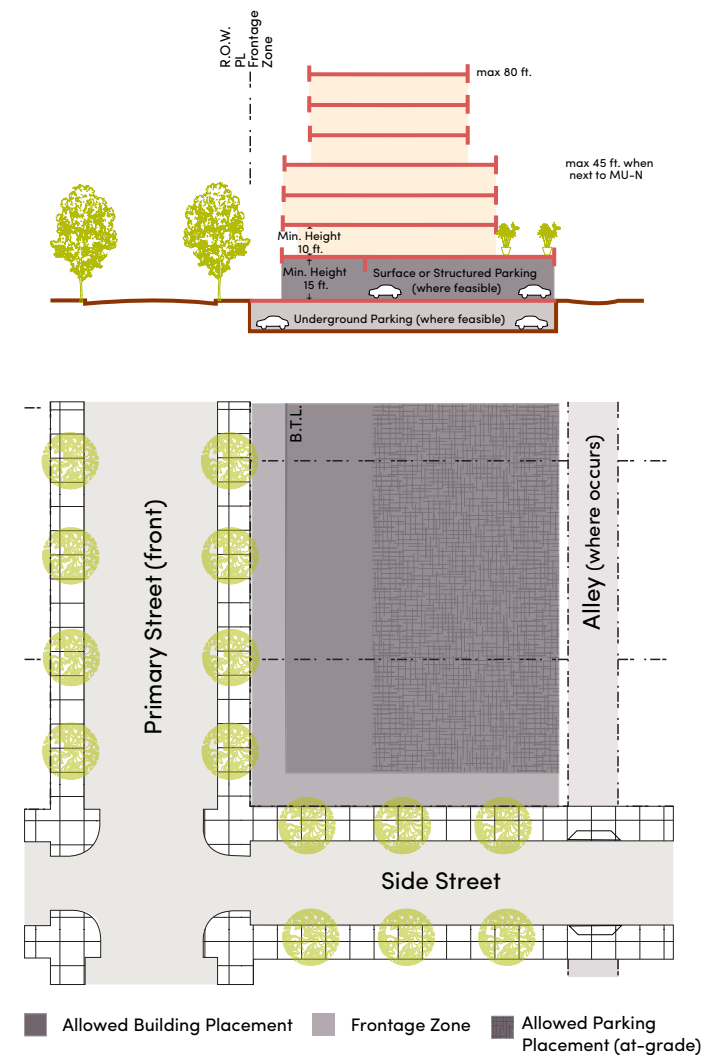
The standards shape and situate buildings based on their physical characteristics and compatibility with the context. The successful fit of a new project into an existing context depends on how it relates to neighboring buildings to its side and rear in terms of setbacks, height, massing, scale, and arrangement of shared and private open spaces.

For each zone identified on the regulating plan, setback, height, lot size, and parking requirement associated with permitted building and frontage types are called out. These standards come together to define the distinctive character and intensity of a particular zone.

Architectural features such as porches, stoops, bay windows, balconies and cornices are allowed to project into the setback area. Balconies, cornices, awnings, stands selling magazines, fruits, vegetables, or flowers may project into the public right-of-way, subject to encroachment permit. Such encroachments animate street life. Encroachments should not affect pedestrian movement and maintenance of utilities.

The basis of the standards is the synoptic survey and community vision to create a specific place.

## MUU MIXED-USE URBAN



### Building Placement

Setback		Building setback from PL		
		Frontage Zone		Side/Rear
		Min. (ft.)	Max. (ft.)	Min. (ft.)
i	Primary street	0	10	--
ii	Side street	0	10	--
iii	Rear yard with alley	--	--	5
	no alley	--	--	15

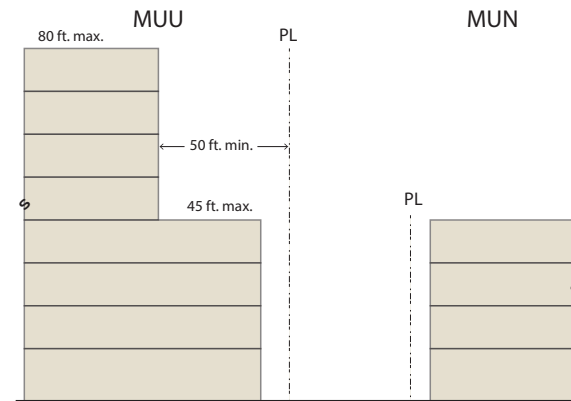
### Frontages

#### Allowed Frontages

- Arcade
- Lightcourt
- Gallery
- Forecourt
- Shopfront
- Stoop

## Allowed Building Types and Height

Allowed Building Types	Max Height
Flex building	80
Liner	50
Hybrid court	80
Court	80
Live-Work	35
Row House	35



Buildings in MUU cannot exceed 45 ft. height for a depth of 50 ft. from the property line when the lot is located adjacent to MUN.

	Ground Floor	Upper Stories
Interior ceiling height	15 ft. min.	10 ft. min.

### Parking

See parking standards in 22.60.003.

Parking garages should be designed to have levelled floors that can facilitate redevelopment for another use such as commercial when parking demand lessens.

### Encroachments

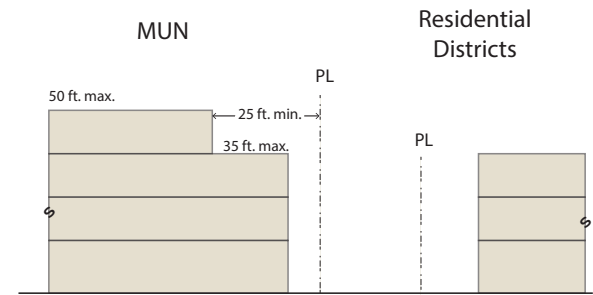
Architectural features, and signs may encroach into the required setbacks subject to the following requirements:

Description	Encroachment				
	Horizontal				Vertical
	Front	Side St.	Rear	Side	
Arcade, gallery, awning	6 ft. max.		min. 5 ft. from PL	not allowed	min. 8 ft. clear
Balcony	4 ft. max.			min. 5 ft. from PL	
Bay window	4 ft. max. on upper floors only.				
Eave	2ft. max		min. 3 ft. from PL	min. 3 ft. from PL	

## MUN MIXED-USE NEIGHBORHOOD

## Allowed Building Types and Height

Allowed Building Types	Max Height
Flex building	50
Court	50
Live-Work	35
Row House	35
Rosewalk or Bungalow Court	see cottage housing standards in FMC 22.58.027
Multiplex	35



Buildings in MUN cannot exceed 35 ft. height for a depth of 25 ft. from the property line when the lot is located adjacent to residential districts that allows Duplex or Single-family building types.

	Ground Floor	Upper Stories
Interior ceiling height	15 ft. min.	10 ft. min.

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## Building Placement

Setback		Building setback from PL		
		Frontage Zone		Side/Rear
		Min. (ft.)	Max. (ft.)	Min. (ft.)
i	Primary street	0	10	--
ii	Side street	0	10	--
iii	Rear yard	--	--	5
	no alley			15

## Frontages

### Allowed Frontages

- Arcade
- Lightcourt
- Dooryard
- Gallery
- Forecourt
- Porch and Fence
- Shopfront
- Stoop
- Front Yard